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New Quest

By Robert Hill

Scenario Background

The party has gathered information and travelled across many lands to get here.They have come to the conclusion that this is the place where the legendary Blade of Light is held.It is believed to be the most powerful sword in the lands and your party wants it.Before you enter this place you find a body lying next to the entrance.She is mortally wounded but she has enough strength to call you over to her and she whispers in your ear,"Please,brave adventurers kill the two dragons within for they are a great evil upon this land.They have killed many good people and destroyed lots of those good peoples homes.They must be stopped." With that she takes her last breath.

Mission Goals

You must find the artifact known as the Blade of Light and kill two dragons that have taken residence in the dungeon.They have been terroizing a local village by killing there people and destroying there buildings.The Blade of Light,according to your information,is guarded by some very devious traps and a ghost is said to be its guardian.Also the dungeon is said to have lots of traps so be on your guard.

Important: The heroes begin with 9 conquest tokens.
Treasure chests:
Copper 1-1 conquest token,100 coins,1 copper treasure
Copper 2-1 conquest token,1 curse,1 copper treasure
Copper 3-3 conquest tokens,2 curses,100 coins,1 copper treasure
Silver 1-2 conquest tokens,1 curse,1 silver treasure
Silver 2-3 conquest tokens,1 curse,1 silver treasure
Silver 3-2 conquest tokens,100 coins,2 curses,1 silver treasure
Gold 1-3 conquest tokens,1 curse,1 gold treasure
Gold 2-3 conquest tokens,2 curses,1 gold treasure

New Area

Area 1

This area looks like it is about ready to collapse.Part of the ceiling has already fallen and has caused some rubble areas in the room.The middle part of the ceiling has buckled toward the floor causing a steady stream of water to pool in the room.Hiding amongst the water and rubble and six skeletal figures aiming there bows directly at you.Two of them are a different color than the rest.Out of the corner of your eye you notice a gleaming treasure chest on the west side of the room.

New Area

Area 2

This corridor area has had its ceiling collapse in several areas.To the east lies a trap that you notice sends up two blades from the floor.On the other side of that is an adventurer who made it through the blades but appears to have bled out on the other side.A small object gleams off of his body.In front of you is several creatures and more are waiting past the blade trap.Three doors are the way out of here.One is a normal door which is in front of you and the other two have slots in them for keys.These key doors are on the other side of the blades.

When a hero lands on the encounter marker:

You are looking down at a dead adventurer.A large pool of dried up blood surrounds the body and a very deep cut covers his throat.The glinting object is sticking out of his backpack.You realize it could be useful and you take it for yourself.

Give the hero a power potion

New Area

Area 3

As the door opens you see a large creature in front of you with small wings and a barbed tail ready to strike.Next to him hides a small man-size creature and a sorcerer ready to attack with magic.In between them is an item that makes the party want to kill these monsters.It is a chest.Hiding in a small passage to the east is a large spider that guards a strange looking yellow key and a pile of coins.

New Area

Area 4

The party is greeted by a large spider right in front of them and another spider on the east side of the room.A large demon stands off to the west of the room behind the spider.A bright,glowing chest is guarded by the monsters in here.A pile of coins in the east side catches the partys eyes and a stairway lies next to the demon.

New Area

Area 5

As soon as you reach the bottom of the stairs you notice the floor before you has changed colors and it looks like that for about 20 feet past that.You put your foot down on the floor and a very small dart shoots from the wall but misses you only by inches.You get the feeling that those are not normal darts.Past the strange colored floor is two very large slits in the floor.You pause for a moment and watch as two large blades come up from the floor then go back down into the slit.Past that is a sword floating in mid-air that is giving off an aura of white light.That must be the legendary Blade of Light that you are seeking.Sitting next to the blade is a blue key.

When a hero lands on the encounter marker:

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You remove the Blade of Light from the magical power that holds it in place.A groaning noise seems to surround the party and from the wall in front of you a ghost suddenly appears and it wears an expression of great pain and suffering on its face.

Important: The ghost is placed on the hero who grabbed the sword.That hero loses 2 fatigue.The ghost moves like a familiar at the start of the overlords turn.If it passes through a heroes space that hero loses 1 fatigue but if it ends its turn on a hero that hero loses 2 fatigue.It the hero does not have any fatigue then it causes wounds instead.The haunt has a movement of 4 and ignores all obstacles when moving.

When the heroes open the blue door:

You now realize that the moaning has stopped.You look around and you no longer see this ghost.

Remove the haunt token from the board.

New Area

Area 6

When you this open this door and see what stands before you the party has a sudden urge to turn around and run away.The first thing you realize is that not one but TWO dragons occupy this room.One on each side of the room.The one on the east side is a different color than the other and even speaks to you when it notices you. "Foolish mortals thinking you can kill the mighty Kervex.You will not leave this room alive." Unfortunately for the heroes the dragons are not alone as a beast man occupies the east alcove and in front of the dragons is a giant whose club,you notice,has many blood stains on it.You have come to the final battle of this adventure.

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